

The Final Chapter

FORGOTTEN REALMS

# Baldur's Gate II



# Throne of Bhaal

## Instruction Manual

<http://www.replacementdocs.com>

Advanced Dungeons & Dragons®



Developed by  
**BIOWARE**  
CORP

# Baldur's Gate™ II:

## Throne of Bhaal™

### Table of Contents

Introduction .....	2
About Throne of Bhaal .....	3
Getting Started .....	4
Playing Throne of Bhaal .....	4
Corrections to the BGII Manual .....	6
Changes to the BGII Game .....	6
New Item Types .....	8
New Class Abilities .....	9
New Spells .....	16
Tables .....	24
Experience Point Charts .....	26
Spell Progression Charts .....	30
Wild Surge Table .....	38
Credits .....	40
Technical Support .....	43
Limited Warranty .....	45
Interplay Website .....	47

## Introduction

It all started back in late 1995 with the desire to make an epic dungeons and dragons computer role-playing game. The original Baldur's Gate, released in December 1998, was the result.

From your humble beginnings in Candlekeep (Baldur's Gate), to the dungeons of Durlag's Tower (Tales of the Sword Coast), to the cold and merciless Jon Irenicus (Baldur's Gate II: Shadows of Amn), and the terrifying Bhaalspawn war in Tethyr (Baldur's Gate II: Throne of Bhaal), your adventures have lead you across many strange lands, brought you face to face with powerful enemies, and lifted you to the heights of glory. Epic storylines and fantastic adventures are what the Baldur's Gate experience has been all about, and you won't be disappointed with this expansion pack. The development team has worked hard to ensure that the storyline, design and scripting, art and animation, and programming are all at the highest levels of quality.

We'd like to thank you - our fans - for purchasing Throne of Bhaal. We've done our best to make this expansion pack to Baldur's Gate II: Shadows of Amn the best computer role-playing experience you can possibly have. We owe you a debt for your loyalty through the Baldur's Gate saga and we humbly submit this offering as the culmination of everything the BG team has learned over the past few years.

From the start of the Baldur's Gate series, we had always planned to do an epic trilogy. Baldur's Gate II: Throne of Bhaal is the final chapter of the Baldur's Gate trilogy and the conclusion of the Child of Bhaal saga. Never fear though, we do have other great things in the works as well.

Thank you for your support and we hope you enjoy Throne of Bhaal!

The Throne of Bhaal team.

## About Throne of Bhaal

Throne of Bhaal is an expansion for the game Baldur's Gate II: Shadows of Amn. You must own Baldur's Gate II and currently have it installed on your PC to play. However, you need not have finished Baldur's Gate II to be able to play Throne of Bhaal.

There are two parts to Throne of Bhaal - the Add-In section, and the Add-On section. The Add-On section is the finale to the Baldur's Gate story line; this part adds three chapters to Baldur's Gate II, chapters 8, 9 and 10 and will reveal the destiny of your character. The Add-In section is a dungeon called Watcher's Keep. Once Throne of Bhaal is installed, you will be able to access Watcher's Keep from the world map in Baldur's Gate II, or from the world map in Throne of Bhaal.

Add-In Section - a grand new adventure takes place at Watcher's Keep, a new area on your map in BGII. The Keep can be played during the course of BGII. It can also be played after BGII in the Add-On section. Play the Add-In Section simply by loading a BGII saved game and going to Watcher's Keep.

Add-On Section - this section is the finale to the Baldur's Gate story line, adding three chapters to Baldur's Gate II; chapters 8, 9 and 10. To access the Add-On section simply select "Throne of Bhaal", "Single Player" or "Multi-Player" and then "New Game". You will now have the option of starting a new game, importing a game, or loading a game.

Starting a new game will take you to the character creation screen where you can create a character to start Throne of Bhaal at its beginning, shortly after the events chronicled in Shadows of Amn. You have the option of creating a brand new character, who will be outfitted with two and a half million experience points and a variety of powerful weapons and items. You also have the option of importing a character from a saved game or from the Characters folder. These characters will also be given items and set to two and a half million experience points, if they haven't already reached this level of experience.

Importing a game will allow you to import your party from a BGII saved game, such as your final save from Shadows of Amn.

Loading a game is the option from which you can load your Throne of Bhaal saves once you've started the expansion set and saved a game.

**Important Note:** *Once you have started the Add-On section, your imported characters can no longer return to Shadows of Amn or its areas.*

## Getting Started

To play Throne of Bhaal (ToB) you must have Baldur's Gate II (BG2) installed. If you don't have BG2 installed, you must re-install it. Refer to the BG2 manual for installation instructions. With BG2 installed, insert the ToB CD into your CD-ROM drive and follow the onscreen instructions. If your Autorun is not enabled, click on the icon representing your CD-ROM drive under 'My Computer'. After installing the game, other options will be available on the launcher menu. View Readme: The Readme file contains last minute information and changes that could not be printed in this manual. Please take the time to view the Readme file if you are having any problems with this product. Exit: Will close the launcher window. Movies: This option allows you to view the preview movies included on this CD-Rom. Configure: The hotkeys used while playing TOB can be modified using this utility. Select the hotkey you would like to change and enter the new hotkey assignment. Play: After you have everything set, click on the Play button to begin playing. After viewing the logo and introduction movies, select "Throne of Bhaal", "Single Player", and then "New Game" to go directly into Character Creation and begin your adventure! To start playing again later, select the BGII - Throne of Bhaal application from the Black Isle Studios program group in your start menu. Uninstall: When you're ready, the Uninstall option will clean up everything except your saved games.

**Important Note on Uninstallation:** The TOB expansion is highly integrated into BG2, so if you choose to uninstall it, you will be prompted to also uninstall BG2 since the latter will no longer function without the updated TOB files. If you want to uninstall Throne of Bhaal, but wish to continue playing Shadows of Amn, then you will need to reinstall Shadows of Amn.

## Playing Throne of Bhaal

After you have installed Throne of Bhaal (ToB) on your system, you can choose how to play the game. There are four ways that you can play Throne of Bhaal. Look over the options below carefully.

1. You want to start a brand new game of Baldur's Gate II: Shadows of Amn with the Throne of Bhaal expansion installed.
2. You want to continue an existing Baldur's Gate II: Shadows of Amn save game.
3. You want to start a brand new game at the beginning of Throne of Bhaal.

4. You want to use an existing Baldur's Gate II: Shadows of Amn save game, but wish to skip directly to the beginning of Throne of Bhaal. You may or may not be using the 'Final Save' save slot.

### New BG2 game

In a new game of Baldur's Gate II: Shadows of Amn, you will have access to one new area, Watcher's Keep. This area can be accessed at any time during chapters 2, 3, and 6. When you finish your game of BG2, the end cutscene will play and then the game will segue directly into Throne of Bhaal. To start a new game this way, simply press the Shadows of Amn button in the first menu screen and start a new game as you always have.

### BG2 Saved game

Using an existing save game will continue as usual, however, you will now have access to a new area called the Watcher's Keep. This area can be accessed at any time during chapters 2, 3 and 6. When you finish your game of BG2, the end cutscene will play and then the game will segue directly into Throne of Bhaal. To start a save game this way, simply press the Shadows of Amn button in the first menu screen and load your saved game as you always have.

### New Throne of Bhaal game

Starting a new TOB game will take you to the character creation screen where you can create a character to start Throne of Bhaal at its beginning, shortly after the events chronicled in Shadows of Amn. You have the option of creating a brand new character, who will be outfitted with two and half million experience points and a variety of powerful weapons and items. You also have the option of importing a character from a saved game or from the character folder. These characters will also be given items and set to two and half million experience points, if they haven't already reached this level of experience. To start a new game this way simply press the Throne of Bhaal button in the first menu screen and then start a new game from within Single Player or Multiplayer.

Note: There are 4 pre-generated characters provided for you in TOB. If you wish to use one of these characters, simply click the Import Burton found on the character generation screen. Choose the character that you wish to play and you will only have to choose a name, voice, and clothing color for them. The four characters provided are TOBFIGHT - a fighter, TOBMAGE - a mage, TOBCLER - a cleric, and TOBTHIEF - a thief character.

### Start a Throne of Bhaal game using a BG2 save game

Starting a TOB game this way will take the party from any one of your BG2 save games to the beginning of Throne of Bhaal. All of the characters in your party will be set to two and half million experience points, if they haven't already reached this level of experience. Each member of your party will also be granted this same amount. If you have already

finished BG2, you can do this with your final save. To do this, press the Throne of Bhaal button, and then press Import Game from within Single Player or Multiplayer.

## Corrections to the Baldur's Gate II Manual

In the original BG2 manual the Sorcerer tables were omitted. All of these tables are listed at the back of the Throne of Bhaal manual.

## Changes to the Baldur's Gate II game after installing Throne of Bhaal

### Wild Mage

A new class is available to the player in character creation. This class is the Wild Mage.

Wild magic is a new type of magic that is characterized by powerful and dangerous surges and unpredictable effects. Generally considered to be an unfortunate byproduct of the Time of Troubles, wild magic has recently begun to attract the attention of many a curious or scholarly wizard.

Wild Mages are wizards who specialize in the study of wild magic. They have access to spells to protect themselves from Wild Magic and bend it to their wills. Wild magic is extremely unpredictable and should be used with caution.

Every time a Wild Mage casts a spell there is a 5% chance that the spell explodes in a Wild Surge. A Wild Surge does some completely random magical effect. A roll is made on the Wild Surge chart (see the Tables section of the manual); higher rolls are usually better than the lower rolls. A Wild Mage's casting level also varies slightly whenever he casts a spell - anywhere between five levels lower and five levels higher than the Wild Mage's true level. There are also three brand new spells available to the Wild Mage and ONLY the Wild Mage. These spells are Chaos Shield, Nahal's Reckless Dweomer and Improved Chaos Shield.

*The Wild Mages I have met exhibit a startling disregard for common sense, and are often meddling with powers far beyond their own control. - Volo*

*Not unlike a certain travelogue author with which I am unfortunately acquainted.*  
- Elminster

## **Erasing Spells from the Spellbook**

Mages and bards are now able to permanently erase spells from their spell books. To do this, right-click on the spell icon in the character's spellbook and then press the erase button.

*Be cautious before erasing an enchantment from your spellbook. Once it is gone, it is gone for good. - Elminster*

## **Contingencies and Spell Triggers Screen**

You can use this screen to see the details of spells such as Contingency and Spell Trigger that your Mage and Sorcerer characters have active. If you wish to dismiss your character's Contingency spell before it is cast, you can do that here. To access this screen, press the Contingency button in the character's spellbook.

## **Action Feedback**

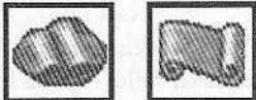
This feature can only be enabled from the configuration program. When it is enabled, your characters' actions will be displayed in the bottom window as soon as you give them orders. This can be useful when keeping track of all the commands you have issued to your party.

## **Non-Pausing map-screen**

This feature can only be enabled from the configuration program. When enabled, the game will no longer pause when you are on the map screen (exactly the way it works in Multiplayer). This can be useful for keeping track of your party's movements over a large area.

## **Switching spell pages**

A new feature has been added for multi-classed mage-clerics. When selecting a spell from their Cast Spell toolbar, they can now switch between their mage and cleric spells by pressing the icon on the far left.



## **Mirror Image grouping**

The spell, Mirror Image, has been changed so that the illusionary images appear in a tight group instead of a long line.

## **Spells Past Level 20**

In many spell descriptions, the spell does a certain effect and an additional portion is dependent on the caster's level. For example, the duration of a protection spell may be  $1D4$  rounds plus 1 round/caster's level. These effects are capped at level 20 and the caster's level beyond this will not add additional effects to the spells.

## **Aganazzar's Scorcher**

Aganazzar's scorcher has been changed so that it works in a manner more similar to its pen and paper incarnation. The new spell description is given below:

### **Agannazar's Scorcher (Evocation)**

**Level: 2**

**Casting Time: 3**

**Range: 20 yards**

**Area of Effect: 2-foot by 60-foot jet.**

**Duration: Instant**

**Saving Throw: None**

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target will be hit by this flame for 3-18 points of damage. There is no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage. Other creatures that cross the path of the flame jet will also take damage as long as they stand in the flame.

## **Evil Clerics turning paladins**

Evil Clerics can now turn paladins. Paladins are turned as undead equivalent to their level.

## **New Item Types**

There are many new magic items that have been added into Throne of Bhaal. Many of these items are a special kind of item called a 'constructed item'. Constructed items can be upgraded during the course of the game. Once you have earned your stronghold in Hell, you will have access to an impish smith named Cespenar. Visit Cespenar from time to time and he will be able to take your items and improve them using other components that you have found during the course of your adventures. Below is a list of all the components that can be used to upgrade your items. Do not throw these items away!

- Heart of the Damned
- Hindo's Hand
- Liquid Mercury
- Starfall Ore
- Eye of Tyr
- Rune of Clangeddin
- Fflar's Scabbard
- Bowstring of Gond
- Baalor's Claw
- Montolio's Clasp
- Roranach's Horn
- Montolio's Cloak
- Serpent Shaft
- Circlet of Netheril
- Skull of the Lich
- White Dragon Scales
- Star sapphires, rogue stones, diamonds, rubies, emeralds,
- Blue Dragon Scales
- sapphires, king's tears, nymph's tear.

*Even one as well traveled and knowledgeable in history and lore as I cannot say what wondrous artifacts might be constructed from these powerful components. - Volo*

## Experience and Gaining Levels

The limit to the amount of experience that a character could achieve during the course of Baldur's Gate II was 2,900,000 XP, allowing characters to reach levels as high as 23rd. With the installation of Throne of Bhaal the limit has been raised to 8,000,000 XP. This corresponds to the following class levels.

Fighter: 40th  
Paladin: 34th  
Ranger: 34th  
Wizard: 31st  
Cleric: 40th  
Druid: 31st

Thief: 40th  
Bard: 40th  
Sorcerer: 31st  
Monk: 40th  
Barbarian: 40th

## New Class Abilities

Probably the most important feature added to Throne of Bhaal are the new High-Level Class Abilities. These abilities are chosen by the player as he or she advances to extremely high levels. When players gain a new High-Level Class Ability, they choose from a pool of abilities. There is a separate pool of abilities for each class. Wizards and Sorcerers gain 10th level spells, Druids and Clerics gain Quest spells, Fighters, Rangers, Paladins, Monks and Barbarians gain new fighting moves, and Thieves and Bards gain new traps and special abilities. Once characters reach a certain level, they begin to gain a new High-Level Class Ability each level. Many of these abilities may be chosen more than once, allowing the character to use the ability multiple times a day. The level at which characters begin to gain these abilities varies with each class:

Fighter: 20th (uses the warrior pool)  
Ranger: 18th (uses the ranger pool)  
Paladin: 18th (uses the warrior pool)  
Barbarian: 20th (uses the warrior pool)  
Mage: 18th (uses the wizard pool)  
Sorcerer: 18th (uses the wizard pool)

Cleric: 22th (uses the cleric pool)  
Monk: 22nd (uses the warrior pool)  
Druid: 15th (uses the druid pool)  
Thief: 24th (uses the thief pool)  
Bard: 24th (uses the bard pool)

## Special Notes:

Some classes gain special abilities or items above and beyond what was previously listed. These changes are listed here:

### Druids:

15th Level: Immunity to poison.

18th Level: Gains 10% resistance to all environmental damage (cold, fire, electricity and acid). At 21st and 24th Level this resistance is increased by an additional 10%.

### Clerics:

25th Level: Gains a special holy symbol from his god. This holy symbol has the following powers:

- +1 STR
- 5% MR
- Allows cleric to memorize an additional 6th and 7th level spell

### Monks:

The monk's magic resistance stops increasing at 78%.

21st Level: +1 AC

30th Level: +4 AC

24th Level: +2 AC

33rd Level: +5 AC

25th Level: His fists become +4 weapons.

40th Level: +6 AC

27th Level: +3 AC

### Archers (Ranger kit):

18th Level: To hit and damage bonus slows down to a rate of -1 every 5 levels.

### Stalkers (Ranger kit):

12th Level: All of the mage spells gained are memorized as priest spells.

### Wizard Slayer:

Starting at 20th Level, the Wizard Slayer gains 5% Magic Resistance every second level. He continues to gain 1% for every odd level.

## High-Level Class Abilities



### Alchemy

Classes: Bard, Thief

With cleverness innate to the class, an experienced rogue has seen enough potions in his or her adventuring career to simulate the creation of one. With the Alchemy skill, the rogue can create one of eight types of potions, once per day.

The potions a rogue can create are randomly chosen from the following list:

- 1) Potion of Master Thievery
- 2) Potion of Perception
- 3) Potion of Extra Healing
- 4) Potion of Superior Healing
- 5) Potion of Regeneration
- 6) Antidote
- 7) Oil of Speed
- 8) Potion of Frost Giant Strength, only useable by thieves or bards



#### Assassination

Classes: Thief, Bard

Using every clever trick an experienced thief has learned in countless battles, this ability allows every strike in the next round to act as a backstab, using the thief's existing backstab modifier to determine damage.



#### Avoid Death

Classes: Thief, Bard

With a superhuman effort, a high-level rogue can avoid almost certain death. The effect lasts for 5 rounds and during this time the rogue gains a +5 bonus to save vs. death, his hit points are increased by 20 and the rogue becomes immune to death magic for the duration of the ability.



#### Critical Strike

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

Special Requirements: You must know the Power Attack. You can only choose this ability once.

A high-level warrior's intimate knowledge of vital spots on opponents allows him to, once per day, concentrate all of the attacks in one round to strike a vital area every time. With this ability, every attack roll made in the next round is a natural 20, a critical hit.



### Deathblow

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

The Deathblow ability allows the warrior to blow through the defenses of any lesser creature. For the next 2 rounds, any creature of 8th level or lower is instantly killed when struck by the warrior.



### Enhanced Bard Song

Classes: Bard

This is a powerful aid to both the bard and to his allies. The song gives the bard himself a 10 point bonus to his AC and 10 % magic resistance bonus due to the power of the song. The song also gives his allies -4 to hit, -4 to damage, -4 to AC, immunity to Fear, Stun and Confusion, -5 % magic resistance and immunity to normal weapons.

This ability replaces the current Bard Song.

*I cannot extol the virtues of the minstrel's talent too highly! Music soothes the frantic spirit, and inspires the timid heart. - Volo*

*And drowns out the prattle of incessant chatterboxes. - Elminster*



### Evasion

Classes: Thief, Bard

A rogue's natural sense of preservation becomes heightened with the use of the Evasion ability. Evasion gives a -4 bonus to AC and -2 to all saving throws. The effect lasts for 3 rounds.



### Greater Evasion

Classes: Thief, Bard

Special Requirements: You must know the Evasion ability.

A more powerful version of Evasion, this ability gives -6 to AC and -3 to all saving throws. In addition, Greater Evasion allows the rogue to move so quickly that his movement rate is increased by 2 and normal missiles have no chance of striking him. Greater Evasion lasts for 5 rounds.



### Greater Deathblow

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

Special Requirements: You must know the Deathblow ability.

Like Deathblow, this ability allows the warrior to vanquish lesser foes with a single blow. When struck with a Greater Deathblow, any creature of 12th level or lower is instantly killed. The ability lasts for 2 rounds.



### Greater Whirlwind Attack

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

Special Requirements: You must know the Whirlwind Attack ability.

A more powerful version of the Whirlwind Attack, Greater Whirlwind Attack gives the fighter the same bonuses without penalties. Their number of attacks per round are set to 10 for one round.



### Hardiness

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

Calling upon hidden reserves of strength during times of danger, a warrior can use the Hardiness ability to gain 40 % resistance to all forms of physical damage. The ability lasts for 1 round for every 2 levels of the warrior.



### Magic Flute

Classes: Bard

This ability creates a magic flute made of pure magical energy. When played, the flute can be used to cast the following spells:

Resist Fear (Party) - 1 charge

Globe of Invulnerability - 1 charge

Delayed Blast Fireball - 3 charges

The spell-like abilities on the Flute are used in the same way that a wand's powers are used. The Flute lasts for 1 day.



### Power Attack

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

A Power Attack allows the warrior to strike blows so forceful that they stun an opponent for 2 rounds if it fails its save vs. death at a -4 penalty. The ability lasts for 2 rounds.



### Resist Magic

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

This ability allows the warrior to temporarily tap a great inner strength and fight off the effects of malevolent magic. For 4 rounds the warrior's magic resistance is set to 50%. This is not cumulative with other forms of magic resistance so if the warrior already has 50% magic resistance or greater, the ability is useless.



### Scribe Scrolls

Classes: Bard, Thief

Special Requirements: You must know the Use Any Item ability

This ability allows a rogue to create low and mid-level spell scrolls. The scrolls that the rogue can create are randomly chosen from the following list:

1) Magic Missile	6) Invisibility
2) Haste	7) Cone of Cold
3) Fireball	8) Monster Summoning II
4) Dispel Magic	9) Monster Summoning III
5) Dire Charm	

*Many shudder when they imagine the mischief a rogue could spread with the aid of such enchanted parchments. The art of spell scribing is best left to Mages and Wizards. - Volo*

*For once we are in complete agreement. - Elminster*



### Set Exploding Trap

Classes: Thief, Bard

This ability allows the rogue to set a powerful trap that unleashes a fireball which causes 1d6 damage (save vs. spells for half damage) and will knock its victims off their feet.



**Set Spike Trap**  
Classes: Thief, Bard

This ability allows the rogue to set a powerful spring-loaded spike trap that does 20D6 damage to the unsuspecting creature that sets it off.



**Set Time Trap**  
Classes: Thief, Bard

This ability allows the rogue to set a magical trap that casts a weaker version of the high-level Time Stop spell. For 10 seconds, the flow of time slows for all but the rogue. Often, a rogue will use this trap to get behind an opponent for a free attack.



**Smite**  
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.  
Special Requirements: You must know the Power Attack and Critical Strike Abilities.

With the Smite ability, the warrior gains the ability to strike a mighty blow, knocking an opponent back for a considerable distance and stunning the opponent for 1 round. All attacks made in the first round are critical hits. The ability lasts for 2 rounds.

Large creatures such as a dragons or giants will not be knocked back or stunned.



**Tracking**  
Classes: Ranger

With an intimate knowledge of his surroundings and the creatures that live within them, a Ranger can use the Tracking ability to give himself a general idea of what creatures are in an area and which direction they are. Red arrows at the edge of the screen will point in the general direction of the creatures in the area.



**Use Any Item**  
Classes: Thief, Bard

Rogues take pride in their ability to adapt and make clever use of whatever is at hand. This ability is an extension of that basic skill. Once learned, the effect is permanent. The ability

allows the rogue to use any item, even items that are typically restricted to one class. This allows the rogue to use everything from wands and scrolls to mighty weapons that none but a fighter could otherwise use.

This ability is a prerequisite to the Scribe Scroll ability.



### War Cry

Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

With a War Cry, the warrior emits a powerful and frightening yell that will leave all opponents in a 30' radius stunned with fear if they don't make their save vs. spell.



### Whirlwind Attack

Classes: Fighter, Paladin, Ranger, Barbarian, Monk., Swashbuckler

This ability allows the warrior to unleash a flurry of super-fast blows. The ability sets one's number of attacks per round to 10 but one's THAC0 and damage suffer a -4 penalty. The whirlwind attack lasts for one round.

## New Spells

New spells in Throne of Bhaal include new Mage spells, like Wish and Bigby's Crushing Hand. There are also clerical Quest spells, powerful spells which are memorized by priests as 7th level spells. For mages, there are 10th level spells, which must be memorized as 9th level spells. Quest spells and 10th level spells are gained as High-Level Class Abilities.

### Mage Spells - Level 1



#### Nahal's Reckless Dweomer\* (Invocation/Evocation)

Level: 1

Casting Time: 5

Range: Special

Area of Effect: Special

Duration: Special

Saving Throw: Special

This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (i.e., have it in his spellbook), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts Nahal's reckless dweomer. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is determined randomly.

Because the release of energy is planned by the mage, his level is added to the dice roll made when determining what sort of wild surge occurs. This means there is a better chance of a good result. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting Nahal's reckless dweomer.

*Such heedless tossing about of magic will give my chosen profession of Mage a much undeserved bad name! - Volo*

*There are plenty of Mages whose bad name is most richly deserved. - Elminster*

## Mage Spells - Level 2



### Chaos Shield\* (Abjuration)

Level: 2

Range: 0

Duration: 5 rounds - 10  
rounds / 5 levels

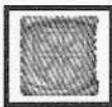
Casting Time: 2

Area of Effect: Caster

Saving Throw: None

Chaos Shield increases a wild mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the wild surge chart, an extra 15 is added to the dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Chaos Shield stacks with the wild mage's level bonus.

## Mage Spells - Level 7



### Improved Chaos Shield\* (Abjuration)

Level: 7

Range: 0

Duration: 2 turns

Casting Time: 7

Area of Effect: Caster

Saving Throw: None

Improved Chaos Shield increases a wild mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the wild surge chart, an extra 25 is added to the

dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Improved Chaos Shield stacks with the wild mage's level bonus.

## Mage Spells - Level 8



### Bigby's Clenched Fist (Evocation)

Level: 8

Range: Visual range of caster

Duration: 4 Rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a giant disembodied hand to squeeze and constrict the target once per round for up to six rounds. It initially smashes the target for  $3D6$  damage with no save. The target is held. In the second round, the target can save vs. paralyzation at -2 to escape. If they fail to save, the hand does  $4D6$  damage. The following round, the target can save vs. paralyzation with no penalty. If they make the save, they are free to move, if they fail, the spell does  $6D6$  damage and holds them for 2 rounds. After the 4th round, the spell is finished. Magic resistance will stop the spell.

## Mage Spells - Level 9



### Bigby's Crushing Hand (Evocation)

Level: 9

Range: Visual range of caster

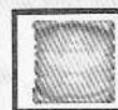
Duration: 3 Rounds

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a huge disembodied fist that crushes the target and pins them to the ground. In the first round, the spell does  $2D10$  damage. The victim can save at -4 vs. paralyzation to avoid being pinned. If they fail, the hand does  $3D10$  damage the next round. The victim can again save vs. paralyzation at -2. If they fail to save, the hand does a final  $4D10$  damage and disappears.



### Wish (Conjuration/Summoning, Invocation/Evocation)

Level: 9

Range: Unlimited

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

Wish is a more potent version of the Limited Wish spell. It will fulfill literally, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. Greedy desires usually end in disaster for the wisher. Lastly,

the wiser the wizard, the better chance that he will choose the right wording. Wizards with low wisdom will more often than not meet with disaster when asking for a wish.

## Mage Spells - Level 10



### Comet (Any School)

Level: 10

Casting Time: 9

Range: 90 yards

Area of Effect: 30' radius

Duration: Instantaneous

Saving Throw: None

A more powerful and specialized version of Meteor Swarm, a huge meteor or comet strikes the earth damaging all enemies in its path and sending out a powerful shockwave that knocks away all foes in the area of effect. Those knocked down must save vs. paralyzation or be stunned for 1D4 rounds. The comet itself does 10D10 damage.

This spell will not harm party members.



### Dragon's Breath (Any School)

Level: 10

Casting Time: 3

Range: Visual range of caster

Area of Effect: 30-foot radius

Duration: Instantaneous

Saving Throw: Special

This spell causes a disembodied head of red dragon to appear and breathe fire with the strength of an adult red dragon. In addition to the enormous 20D10 fireball, the force of the dragon's breath knocks an opponent off their feet and away from the caster. The victim can save vs. breath to take half damage and not be blown backwards.

This spell will not harm party members.

*I nearly perfected this spell myself, after consuming a surprisingly hot stew of Calimshan peppers washed down with a bottle of spiced Amnian wine. Though perhaps Dragon's Belch would be more accurate in this case.*

- Volo

*I do not know how I can even begin to respond to that comment.*

- Elminster



### Energy Blades (Any School)

Level: 10

Range: Special

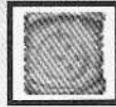
Duration: 4 turns

Casting Time: 3

Area of Effect: Special

Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives -10 to THAC0, and when thrown does 1D4-5 missile damage as well as 1D10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.



### Improved Alacrity (Any School)

Level: 10

Range: Unlimited

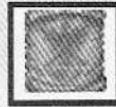
Duration: 2 Rounds

Casting Time: 2

Area of Effect: Special

Saving Throw: Special

Improved Alacrity essentially erases the pause between casting spells. When cast, the mage can begin casting a new spell the instant his is finished casting his current spell. The effect lasts for 2 rounds.



### Summon Dark Planetar (Any School)

Level: 10

Range: 40 yards

Duration: 4 rounds - 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a abyssal gate and calls forth a fallen Planetar to fight at the caster's side until the spell expires or the Planetar's avatar is slain.



### Summon Planetar (Any School)

Level: 10

Range: 40 yards

Duration: 4 rounds - 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth a Planetar to fight at the caster's side until the spell expires or the Planetar's avatar is slain.

*I have never been witness to the awesome display of calling down such divine servants, though I hear tell it is a marvelous sight. - Volo*

## Priest Spells - Quest Level



### Aura of Flaming Death (Evocation, Alteration)

Level: Quest

Range: 0

Duration: 1 round/ 2 levels

Casting Time: 4

Area of Effect: The Caster

Saving Throw: None

This spell causes the caster to be enveloped by an aura of intense flame that both injures opponents and protects from damage. This shield not only grants the user 90% fire resistance and grants a +4 AC bonus, but also protects the caster from attacks made within a 5' radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 2D10 -2 fire damage. In addition, the intense heat protects the caster from all non-magical weapons, melee or missile.



### Elemental Summoning

Level: Quest

Range: 10 yards

Duration: 10 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Drawing power from the environment, this spell summons 2 16HD elementals randomly chosen from earth, air or fire. The elementals stay for 10 rounds and will obey the caster as long as they remain summoned. There is a 10% chance that a randomly chosen Elemental Prince will be summoned instead. The Elemental Princes rule over other elementals in their respective planes. The Elemental Prince of Air is Chan. The Elemental Prince of Earth is Sunnis. The Elemental Prince of Fire is Zaaman Rui.



### Elemental Transformation (Earth)

Level: Quest

Range: 0

Duration: 5 turns

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

Harnessing the power of the earth, this powerful shapechange ability allows the druid to become a 24HD earth elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 2D10 crushing damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.



### Elemental Transformation (Fire)

Level: Quest Casting Time: 4

Range: 0

Duration: 5 turns

Area of Effect: Caster

Saving Throw: None

Harnessing the power of fire, this powerful shapechange ability allows the druid to become a 24HD fire elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 1D10 normal and 1D10 fire damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.



### Globe of Blades (Evocation)

Level: Quest

Sphere: Guardian/ Creation

Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

The priest employs this spell to set up a globe of razor-sharp blades. These whirl and flash around the caster, creating an impenetrable barrier. Any creature attempting to pass through the blade barrier suffers 10D10 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell at -2. If this is successful, the blades are avoided and no damage is suffered. The barrier remains for ten rounds.



### Greater Elemental Summoning

Level: Quest

Range: 10 yards

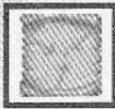
Duration: 10 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Druïds, having a more powerful link to the elements, can cast a stronger version of Elemental Summoning. This spell can summon the Elemental Princes themselves, randomly chosen from earth, air or fire. The Elemental Princes stay for 10 rounds and will obey the caster as long as they remain summoned.



### Implosion (Evocation)

Level: Quest

Range: Visual range of caster

Duration: 2 Rounds

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a rift in the earth beneath the target which implodes and closes in upon itself, crushing and burning the target and holding it for 1 round. The spell does 10D10 fire damage and 2D10 blunt damage. The victim can save vs. spell for half damage.



### Mass Raise Dead (Necromancy)

Level: Quest

Sphere: Necromantic

Range: Sight of the caster

Duration: Permanent

Casting Time: 2

Area of Effect: Up to 5 party members

Saving Throw: Special

A more powerful version of Raise Dead, this spell brings up to 5 party members back to life and heals 3D6-1 per level of the caster points of damage. They can regain the rest of their hit points by natural healing or curative magic.

This spell restores life to dwarves, gnomes, half-elves, halflings, elves, half-orcs and humans.

*Once one has such powers at one's disposal, can immortality itself be far behind? - Volo*

*There is more to being immortal than merely possessing great power...or so I have heard. - Elminster*



### Storm of Vengeance

Level: Quest

Range: 90 Yards

Duration: 3 rounds

Casting Time: 8

Area of Effect: 30 foot radius

Saving Throw: Special

Casting this spell causes the earth to shake and the heavens to boil with blood and energy. All enemies of the caster are struck down by acidic rain, earthquakes and lightning.

All enemies of 6th level or lower are slain instantly. The survivors are struck by acidic poisonous rain and lightning. The storm lasts for 3 rounds. Each round, the victims suffer 1D6 electrical damage, 1D6 fire damage and 1D6 acid damage. They are also poisoned in the first round.



### Summon Deva (Conjuration/Summoning)

Level: Quest

Range: 40 yards

Duration: 4 rounds - 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth an angelic Deva to fight at the caster's side until the spell expires or the Deva's earthly avatar is slain.



### Summon Fallen Deva (Conjuration/Summoning)

Level: Quest

Range: 40 yards

Duration: 4 rounds - 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens an abyssal gate and calls forth a demonic Deva to fight at the caster's side until the spell expires or the Deva's earthly avatar is slain.

# Tables

## High-Level Class Ability Pools

Warrior pool (Fighters, Paladins, Barbarians, Monks):

- Critical Strike (Power Attack)
- Deathblow
- Greater Deathblow (requires Deathblow)
- Greater Whirlwind Attack (requires Whirlwind Attack)
- Hardiness
- Power Attack
- Resist Magic
- Smite (requires Power Attack and Critical strike)

Ranger pool:

- Critical Strike (Power Attack)
- Deathblow
- Greater Deathblow (requires Deathblow)
- Greater Whirlwind Attack (requires Whirlwind Attack)
- Hardiness
- Power Attack
- Resist Magic
- Smite (requires Power Attack and Critical strike)

Cleric quest spells:

- Aura of Flaming Death
- Elemental Summoning
- Energy Blades
- Globe of Blades
- Implosion
- Mass Raise Dead
- Storm of Vengeance
- Summon Fallen Deva (evil and neutral clerics)
- Summon Deva (good and neutral clerics)

Druid quest spells:

- Aura of Flaming Death
- Elemental Summoning
- Elemental Transformation (fire)
- Elemental Transformation (earth)
- Energy Blades
- Globe of Blades
- Greater Elemental Summoning (requires Elemental Summoning)

Implosion  
Mass Raise Dead  
Storm of Vengeance  
Summon Deva  
Summon Fallen Deva

Thief pool:

Alchemy  
Assassination  
Avoid Death  
Evasion  
Greater Evasion (requires Evasion)  
Scribe Scrolls (requires Use Any Item)  
Set Spike Trap  
Set Exploding Trap  
Set Time Trap  
Use Any Item

Bard pool:

Alchemy  
Avoid Death  
Enhanced Bard Song  
Evasion  
Greater Evasion (requires Evasion)  
Magic Flute  
Scribe Scrolls  
Set Spike Trap  
Set Exploding Trap  
Set Time Trap  
Use Any Item

Wizard/Sorcerer pool (10th level spells):

Comet  
Dragon's Breath  
Energy Blades  
Improved Alacrity  
Summon Dark Planetar (evil mages)  
Summon Planetar (good, neutral mages)

# Experience Point Charts:

## Warrior and Barbarian Experience Levels

Level	Fighter	Hit Dice / Special Abilities (d10)	Paladin	Hit Dice / Special Abilities (d10)	Ranger	Hit Dice / Special Abilities (d10)	Barbarian	Hit Dice / Special Abilities (d10)
1	0	I	0	I	0	I	0	I
2	2000	2	2250	2	2250	2	2000	2
3	4000	3	4500	3	4500	3	4000	3
4	8000	4	9000	4	9000	4	8000	4
5	16000	5	18000	5	18000	5	16000	5
6	32000	6	36000	6	36000	6	32000	6
7	64000	7	75000	7	75000	7	64000	7
8	125000	8	150000	8	150000	8	125000	8
9	250000	9	300000	9	300000	9	250000	9
10	500000	9+3	600000	9+3	600000	9+3	500000	9+3
11	750000	9+6	900000	9+6	900000	9+6	750000	9+6
12	1000000	9+9	1200000	9+9	1200000	9+9	1000000	9+9
13	1250000	9+12	1500000	9+12	1500000	9+12	1250000	9+12
14	1500000	9+15	1800000	9+15	1800000	9+15	1500000	9+15
15	1750000	9+18	2100000	9+18	2100000	9+18	1750000	9+18
16	2000000	9+21	2400000	9+21	2400000	9+21	2000000	9+21
17	2250000	9+24	2700000	9+24	2700000	9+24	2250000	9+24
18	2500000	9+27	3000000	9+27	3000000	9+27	2500000	9+27
19	2750000	9+30	3300000	9+30	3300000	9+30	2750000	9+30
20	3000000	9+33*	3600000	9+33*	3600000	9+33*	3000000	9+33*
21	3250000	9+36*	3900000	9+36*	3900000	9+36*	3250000	9+36*
22	3500000	9+39*	4200000	9+39*	4200000	9+39*	3500000	9+39*
23	3750000	9+42*	4500000	9+42*	4500000	9+42*	3750000	9+42*
24	4000000	9+45*	4800000	9+45*	4800000	9+45*	4000000	9+45*
25	4250000	9+48*	5100000	9+48*	5100000	9+48*	4250000	9+48*
26	4500000	9+51*	5400000	9+51*	5400000	9+51*	4500000	9+51*
27	4750000	9+54*	5700000	9+54*	5700000	9+54*	4750000	9+54*
28	5000000	9+57*	6000000	9+57*	6000000	9+57*	5000000	9+57*
29	5250000	9+60*	6300000	9+60*	6300000	9+60*	5250000	9+60*
30	5500000	9+63*	6600000	9+63*	6600000	9+63*	5500000	9+63*
31	5750000	9+66*	6900000	9+66*	6900000	9+66*	5750000	9+66*
32	6000000	9+69*	7200000	9+69*	7200000	9+69*	6000000	9+69*
33	6250000	9+72*	7500000	9+72*	7500000	9+72*	6250000	9+72*
34	6500000	9+75*	7800000	9+75*	7800000	9+75*	6500000	9+75*
35	6750000	9+78*					6750000	9+78*
36	7000000	9+81*					7000000	9+81*
37	7250000	9+84*					7250000	9+84*
38	7500000	9+87*					7500000	9+87*
39	7750000	9+90*					7750000	9+90*
40	8000000	9+93*					8000000	9+93*

\*At this level the character chooses a new high-level class ability from the Warrior ability pool. The ranger has one extra ability available to him: Tracking.

# Cleric, Monk and Druid Experience

Level	Cleric	Hit Dice / Special Abilities (ds)	Druid	Hit Dice / Special Abilities (ds)	Monk	Hit Dice / Special Abilities (ds)
1	0	1	0	1	0	1
2	1500	2	2000	2	1500	2
3	3000	3	4000	3	3000	3
4	6000	4	7500	4	6000	4
5	15000	5	12500	5	15000	5 (immune to disease, slow, hastle)
6	27500	6	20000	6	27500	6
7	55000	7	35000	7	55000	7 (lay on hands)
8	110000	8	60000	8	110000	8 (speed factor)
9	225000	9	90000	9	225000	9 (immune to charm, +1 fists)
10	450000	9+2	125000	9+2	450000	9+2
II	675000	9+4	200000	9+4	675000	9+4 (poison immunity)
I2	900000	9+6	300000	9+6	900000	9+6 (+2 fists)
I3	1125000	9+8	750000	9+8	1125000	9+8 (puvering palm)
I4	1350000	9+10	1500000	9+10	1350000	9+10 (magic resist)
I5	1575000	9+12	3000000	9+12 (poison immunity)	1575000	9+12 (+1 fist)
I6	1800000	9+14	3150000	9+14	1800000	9+14
I7	2025000	9+16	3300000	9+16	2025000	9+16
I8	2250000	9+18	3450000	9+18 (resist elements)	2250000	9+18
I9	2475000	9+20	3600000	9+20	2475000	9+20
I0	2700000	9+22 *	3750000	9+22 *	2700000	9+22 * (+1 weapons to hit)
I1	2925000	9+24 *	3900000	9+24 * (resist elements)	2925000	9+24 *
I2	3150000	9+26 *	4150000	9+26 *	3150000	9+26 *
I3	3375000	9+28 *	4400000	9+28 *	3375000	9+28 *
I4	3600000	9+30 *	4700000	9+30 * (resist elements)	3600000	9+30 *
I5	3825000	9+32 *	5000000	9+32 *	3825000	9+32 * (+1 fist)
I6	4050000	9+34 * (gains special poly symbol)	5300000	9+34 *	4050000	9+34 *
I7	4275000	9+36 *	6000000	9+36 *	4275000	9+36 *
I8	4500000	9+38 *	6500000	9+38 *	4500000	9+38 *
I9	4725000	9+40 *	7000000	9+40 *	4725000	9+40 *
I0	4950000	9+42 *	7500000	9+42 *	4950000	9+42 *
I1	5175000	9+44 *	8000000	9+44 *	5175000	9+44 *
I2	5400000	9+46 *			5400000	9+46 *
I3	5625000	9+48 *			5625000	9+48 *
I4	5850000	9+50 *			5850000	9+50 *
I5	6075000	9+52 *			6075000	9+52 *
I6	6300000	9+54 *			6300000	9+54 *
I7	6525000	9+56 *			6525000	9+56 *
I8	6750000	9+58 *			6750000	9+58 *
I9	6975000	9+60 *			6975000	9+60 *
I0	8000000	9+62 *			8000000	9+62 *

\* At this level the character chooses a new high-level class ability from either the Cleric, Druid or Warrior ability pool. Monks choose from the warrior ability pool. Clerics and Druids choose Quest spells; although each chooses from a different list.

## Thieves and Bards experience

Level	Thief	Hit Dice /		Hit Dice / Special Abilities (ds)
		Special Abilities (ds)	Bard	
1	0	1	0	1
2	1250	2	1250	2
3	2500	3	2500	3
4	5000	4	5000	4
5	10000	5	10000	5
6	20000	6	20000	6
7	40000	7	40000	7
8	70000	8	70000	8
9	110000	9	110000	9
10	160000	9+2	160000	9+2
II	220000	9+4	220000	9+4
I2	440000	9+6	440000	9+6
I3	660000	9+8	660000	9+8
I4	880000	9+10	880000	9+10
I5	1100000	9+12	1100000	9+12
I6	1320000	9+14	1320000	9+14
I7	1540000	9+16	1540000	9+16
I8	1760000	9+18	1760000	9+18
I9	1980000	9+20	1980000	9+20
I0	2200000	9+22	2200000	9+22
I1	2420000	9+24	2420000	9+24
I2	2640000	9+26	2640000	9+26
I3	2860000	9+28	2860000	9+28
I4	3080000	9+30	3080000	9+30
I5	3300000	9+32*	3300000	9+32*
I6	3520000	9+34*	3520000	9+34*
I7	3740000	9+36*	3740000	9+36*
I8	3960000	9+38*	3960000	9+38*
I9	4180000	9+40*	4180000	9+40*
I0	4400000	9+42*	4400000	9+42*
I1	4620000	9+44*	4620000	9+44*
I2	4840000	9+46*	4840000	9+46*
I3	5060000	9+48*	5060000	9+48*
I4	5280000	9+50*	5280000	9+50*
I5	5500000	9+52*	5500000	9+52*
I6	5720000	9+54*	5720000	9+54*
I7	5940000	9+56*	5940000	9+56*
I8	6160000	9+58*	6160000	9+58*
I9	6380000	9+60*	6380000	9+60*
I0	6600000	9+62*	6600000	9+62*

\* At this level the character chooses a high-level class ability from either the thief or bard pool.

## Wizard and Sorcerer experience levels

Level	Wizard	Hit Dice / Special Abilities (d4)	Sorcerer	Hit Dice / Special Abilities (d4)
1	0	1	0	1
2	2500	2	2500	2
3	5000	3	5000	3
4	10000	4	10000	4
5	20000	5	20000	5
6	40000	6	40000	6
7	60000	7	60000	7
8	90000	8	90000	8
9	135000	9	135000	9
10	250000	9+1	250000	9+1
11	375000	9+2	375000	9+2
12	525000	9+3	525000	9+3
13	7125000	9+4	7125000	9+4
14	1050000	9+5	1050000	9+5
15	1875000	9+6	1875000	9+6
16	2250000	9+7	2250000	9+7
17	2625000	9+8	2625000	9+8
18	3000000	9+9	3000000	9+9
19	3375000	9+10	3375000	9+10
20	3750000	9+11*	3750000	9+11*
21	4125000	9+12*	4125000	9+12*
22	4500000	9+13*	4500000	9+13*
23	4875000	9+14*	4875000	9+14*
24	5250000	9+15*	5250000	9+15*
25	5625000	9+16*	5625000	9+16*
26	6000000	9+17*	6000000	9+17*
27	6375000	9+18*	6375000	9+18*
28	6750000	9+19*	6750000	9+19*
29	7125000	9+20*	7125000	9+20*
30	7500000	9+21*	7500000	9+21*
31	7875000	9+22*	7875000	9+22*

\* At this level the character chooses a new 10th level. As a wizard, this spell is added to his 9th level spell page, as a sorcerer the spell is added to his known spells list.

# Spell Progression Charts:

## Bard Spell Progression

Bard Level	Spell Level					
	1	2	3	4	5	6
2	I	O	O	O	O	O
3	2	O	O	O	O	O
4	2	I	O	O	O	O
5	3	I	O	O	O	O
6	3	2	O	O	O	O
7	3	2	I	O	O	O
8	3	3	I	O	O	O
9	3	3	2	O	O	O
10	3	3	2	I	O	O
11	3	3	3	I	O	O
12	3	3	3	2	O	O
13	3	3	3	2	I	O
14	3	3	3	3	I	O
15	3	3	3	3	2	O
16	4	3	3	3	2	I
17	4	4	3	3	3	I
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3
21	5	4	4	4	4	3
22	5	5	4	4	4	3
23	5	5	5	4	4	3
24	5	5	5	5	4	3
25	5	5	5	5	4	3
26	5	5	5	5	4	3
27	5	5	5	5	4	3
28	5	5	5	5	5	3
29	5	5	5	5	5	3
30	5	5	5	5	5	4
31	5	5	5	5	5	4
32	5	5	5	5	5	4
33	5	5	5	5	5	4
34	5	5	5	5	5	4
35	5	5	5	5	5	4
36	5	5	5	5	5	4
37	5	5	5	5	5	4
38	5	5	5	5	5	5
39	5	5	5	5	5	5
40	5	5	5	5	5	5

## Cleric Spell Progression

Cleric Level	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	3	1	0	0	0	0
6	3	3	2	0	0	0	0
7	3	3	2	1	0	0	0
8	3	3	3	2	1	0	0
9	4	4	3	2	1	0	0
10	4	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	6	5	5	3	2	2	0
13	6	6	6	4	2	2	0
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	2
17	8	8	8	8	5	4	2
18	9	9	8	8	6	4	2
19	9	9	8	8	6	5	2
20	9	9	9	8	7	6	2
21	9	9	9	9	8	6	3
22	9	9	9	9	8	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	7	3
25	9	9	9	9	9	7	3
26	9	9	9	9	9	8	3
27	9	9	9	9	9	8	3
28	9	9	9	9	9	8	4
29	9	9	9	9	9	8	4
30	9	9	9	9	9	8	4
31	9	9	9	9	9	8	5
32	9	9	9	9	9	8	5
33	9	9	9	9	9	8	5
34	9	9	9	9	9	8	6
35	9	9	9	9	9	8	6
36	9	9	9	9	9	8	6
37	9	9	9	9	9	8	7
38	9	9	9	9	9	8	7
39	9	9	9	9	9	8	7
40	9	9	9	9	9	8	7

# Druid Spell Progression

Druid Level	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	3	1	0	0	0	0
6	3	3	2	0	0	0	0
7	3	3	2	1	0	0	0
8	3	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	4	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	6	5	5	3	2	2	0
13	6	6	6	4	2	2	0
14	6	6	6	5	3	2	1
15	6	6	6	6	6	6	6
16	7	7	7	6	6	6	6
17	7	7	7	7	6	6	6
18	8	8	8	8	6	6	6
19	9	9	8	8	6	6	6
20	9	9	9	8	7	6	6
21	9	9	9	9	8	6	6
22	9	9	9	9	8	6	6
23	9	9	9	9	9	7	6
24	9	9	9	9	9	7	6
25	9	9	9	9	9	7	7
26	9	9	9	9	9	7	7
27	9	9	9	9	9	7	7
28	9	9	9	9	9	7	7
29	9	9	9	9	9	7	7
30	9	9	9	9	9	7	7
31	9	9	9	9	9	7	7
32	9	9	9	9	9	7	7
33	9	9	9	9	9	7	7
34	9	9	9	9	9	7	7
35	9	9	9	9	9	7	7
36	9	9	9	9	9	7	7
37	9	9	9	9	9	7	7
38	9	9	9	9	9	7	7
39	9	9	9	9	9	7	7
40	9	9	9	9	9	7	7

## Paladin Spell Progression

Paladin Casting Level	Level	Spell Level			
		1	2	3	4
9	I	1	0	0	0
10	2	2	0	0	0
11	3	2	1	0	0
12	4	2	2	0	0
13	5	2	2	1	0
14	6	3	2	1	0
15	7	3	2	1	1
16	8	3	3	2	1
17	9	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20	9*	3	3	3	3
21	9*	3	3	3	3
22	9*	3	3	3	3
23	9*	3	3	3	3
24	9*	3	3	3	3
25	9*	3	3	3	3
26	9*	3	3	3	3
27	9*	3	3	3	3
28	9*	3	3	3	3
29	9*	3	3	3	3
30	9*	3	3	3	3
31	9*	3	3	3	3
32	9*	3	3	3	3
33	9*	3	3	3	3
34	9*	3	3	3	3
35	9*	3	3	3	3
36	9*	3	3	3	3
37	9*	3	3	3	3
38	9*	3	3	3	3
39	9*	3	3	3	3
40	9*	3	3	3	3

\* This is the maximum spell casting level.

## Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently	Casting Level	Spell Level		
	10	15	20	1	2	3
1	-	-	-	-	-	-
2	15	21	-	-	-	-
3	20	27	-	-	-	-
4	25	33	-	-	-	-
5	31	40	-	-	-	-
6	37	47	-	-	-	-
7	43	55	-	-	-	-
8	49	62	1	1	0	0
9	56	70	2	2	0	0
10	63	78	3	2	1	0
11	70	86	4	2	2	0
12	77	94	5	2	2	1
13	85	99	6	3	2	1
14	93	99	7	3	2	2
15	99	99	8	3	3	2
16	99	99	9	3	3	3
17	99	99	9*	3	3	3
18	99	99	9*	3	3	3
19	99	99	9*	3	3	3
20	99	99	9*	3	3	3
21	99	99	9*	3	3	3
22	99	99	9*	3	3	3
23	99	99	9*	3	3	3
24	99	99	9*	3	3	3
25	99	99	9*	3	3	3
26	99	99	9*	3	3	3
27	99	99	9*	3	3	3
28	99	99	9*	3	3	3
29	99	99	9*	3	3	3
30	99	99	9*	3	3	3
31	99	99	9*	3	3	3
32	99	99	9*	3	3	3
33	99	99	9*	3	3	3
34	99	99	9*	3	3	3
35	99	99	9*	3	3	3
36	99	99	9*	3	3	3
37	99	99	9*	3	3	3
38	99	99	9*	3	3	3
39	99	99	9*	3	3	3
40	99	99	9*	3	3	3

\* This is the maximum spell casting level.

# Wizard Spell Progression

Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	I	o	o	o	o	o	o	o	o
2	2	o	o	o	o	o	o	o	o
3	2	I	o	o	o	o	o	o	o
4	3	2	o	o	o	o	o	o	o
5	4	2	I	o	o	o	o	o	o
6	4	2	2	o	o	o	o	o	o
7	4	3	2	I	o	o	o	o	o
8	4	3	3	2	o	o	o	o	o
9	4	3	3	2	I	o	o	o	o
10	4	4	3	2	2	o	o	o	o
II	4	4	4	3	3	o	o	o	o
I2	4	4	4	4	4	I	o	o	o
I3	5	5	5	4	4	2	o	o	o
I4	5	5	5	4	4	2	I	o	o
I5	5	5	5	5	5	2	I	o	o
I6	5	5	5	5	5	3	2	I	o
I7	5	5	5	5	5	3	3	2	o
I8	5	5	5	5	5	3	3	2	I
I9	5	5	5	5	5	3	3	3	I
I0	5	5	5	5	5	4	3	3	2
I1	5	5	5	5	5	5	4	3	2
I2	5	5	5	5	5	5	5	3	3
I3	5	5	5	5	5	5	5	3	3
I4	5	5	5	5	5	5	5	4	3
I5	5	5	5	5	5	5	5	5	4
I6	5	5	5	5	5	5	5	5	4
I7	5	5	5	5	5	5	5	5	4
I8	5	5	5	5	5	5	5	5	4
I9	5	5	5	5	5	5	5	5	4
I0	5	5	5	5	5	5	5	5	4
I11	5	5	5	5	5	5	5	5	4
I12	5	5	5	5	5	5	5	5	4
I13	5	5	5	5	5	5	5	5	4
I14	5	5	5	5	5	5	5	5	4
I15	5	5	5	5	5	5	5	5	4
I16	5	5	5	5	5	5	5	5	4
I17	5	5	5	5	5	5	5	5	4
I18	5	5	5	5	5	5	5	5	4
I19	5	5	5	5	5	5	5	5	4
I20	5	5	5	5	5	5	5	5	4
I21	5	5	5	5	5	5	5	5	4
I22	5	5	5	5	5	5	5	5	4
I23	5	5	5	5	5	5	5	5	4
I24	5	5	5	5	5	5	5	5	4
I25	5	5	5	5	5	5	5	5	4
I26	5	5	5	5	5	5	5	5	4
I27	5	5	5	5	5	5	5	5	4
I28	5	5	5	5	5	5	5	5	4
I29	5	5	5	5	5	5	5	5	4
I30	5	5	5	5	5	5	5	5	4
I31	5	5	5	5	5	5	5	5	4
I32	5	5	5	5	5	5	5	5	4
I33	5	5	5	5	5	5	5	5	4
I34	5	5	5	5	5	5	5	5	4
I35	5	5	5	5	5	5	5	5	5
I36	5	5	5	5	5	5	5	5	5
I37	5	5	5	5	5	5	5	5	5
I38	5	5	5	5	5	5	5	5	5
I39	5	5	5	5	5	5	5	5	5
I40	5	5	5	5	5	5	5	5	5

## Sorcerer Spells known (the number of spells a Sorcerer knows)

Sorcerer Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9
2	2	0	0	0	0	0	0	0	0
3	2	0	0	0	0	0	0	0	0
4	3	1	0	0	0	0	0	0	0
5	4	2	0	0	0	0	0	0	0
6	4	2	1	0	0	0	0	0	0
7	5	3	2	0	0	0	0	0	0
8	5	3	2	1	0	0	0	0	0
9	5	4	3	2	0	0	0	0	0
10	5	4	3	2	1	0	0	0	0
11	5	5	4	3	2	0	0	0	0
12	5	5	4	3	2	1	0	0	0
13	5	5	4	4	3	2	0	0	0
14	5	5	4	4	3	2	1	0	0
15	5	5	4	4	4	3	2	0	0
16	5	5	4	4	4	3	2	1	0
17	5	5	4	4	4	3	3	2	0
18	5	5	4	4	4	3	3	2	1
19	5	5	4	4	4	3	3	3	2
20	5	5	4	4	4	3	3	3	3
21	5	5	4	4	4	4	3	3	3
22	5	5	5	4	4	4	4	3	3
23	5	5	5	5	4	4	4	4	3
24	5	5	5	5	4	4	4	4	3
25	5	5	5	5	4	4	4	4	4
26	5	5	5	5	4	4	4	4	4
27	5	5	5	5	4	4	4	4	4
28	5	5	5	5	5	4	4	4	4
29	5	5	5	5	5	4	4	4	4
30	5	5	5	5	5	5	4	4	4
31	5	5	5	5	5	5	5	4	4
32	5	5	5	5	5	5	5	5	4
33	5	5	5	5	5	5	5	5	4
34	5	5	5	5	5	5	5	5	4
35	5	5	5	5	5	5	5	5	4
36	5	5	5	5	5	5	5	5	5
37	5	5	5	5	5	5	5	5	5
38	5	5	5	5	5	5	5	5	5
39	5	5	5	5	5	5	5	5	5
40	5	5	5	5	5	5	5	5	5

## Sorcerer Spell Progression (the number of spells he casts per day)

Sorcerer Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	3	0	0	0	0	0	0	0	0
2	4	0	0	0	0	0	0	0	0
3	5	0	0	0	0	0	0	0	0
4	6	3	0	0	0	0	0	0	0
5	6	4	0	0	0	0	0	0	0
6	6	5	3	0	0	0	0	0	0
7	6	6	4	0	0	0	0	0	0
8	6	6	5	3	0	0	0	0	0
9	6	6	6	4	0	0	0	0	0
10	6	6	6	5	3	0	0	0	0
11	6	6	6	6	4	0	0	0	0
12	6	6	6	6	5	3	0	0	0
13	6	6	6	6	6	4	0	0	0
14	6	6	6	6	6	5	3	0	0
15	6	6	6	6	6	6	4	0	0
16	6	6	6	6	6	6	5	3	0
17	6	6	6	6	6	6	6	4	0
18	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6
21	6	6	6	6	6	6	6	6	6
22	6	6	6	6	6	6	6	6	6
23	6	6	6	6	6	6	6	6	6
24	6	6	6	6	6	6	6	6	6
25	6	6	6	6	6	6	6	6	6
26	6	6	6	6	6	6	6	6	6
27	6	6	6	6	6	6	6	6	6
28	6	6	6	6	6	6	6	6	6
29	6	6	6	6	6	6	6	6	6
30	6	6	6	6	6	6	6	6	6
31	6	6	6	6	6	6	6	6	6
32	6	6	6	6	6	6	6	6	6
33	6	6	6	6	6	6	6	6	6
34	6	6	6	6	6	6	6	6	6
35	6	6	6	6	6	6	6	6	6
36	6	6	6	6	6	6	6	6	6
37	6	6	6	6	6	6	6	6	6
38	6	6	6	6	6	6	6	6	6
39	6	6	6	6	6	6	6	6	6
40	6	6	6	6	6	6	6	6	6

## Wild Surge Table

Number Rolled	Wild Surge
1	Repulsion field centered on the caster
2	Wild color changes upon the caster
3	Squirrels appear around caster
4	The caster becomes itchy
5	The caster glows
6	A fireball centers on the caster
7	The caster's sex is changed
8	The caster's color changes
9	Every one in the area changes direction
10	Explosion centered on caster
11	Entangle spell centered on caster
12	Slow spell centered on target
13	Target polymorphed into a wolf.
14	Caster held
15	Caster hasted
16	Caster changed into a squirrel
17	Gold on the caster is destroyed
18	Target weakened
19	Sunfire spell centered on caster
20	Movement rate lowered on target
21	Fireball centered on caster
22	Caster held as per the spell Hold Person
23	Fear spell centered on target
24	Roll twice more. Both effects apply
25	Entire area explored
26	Globe of invulnerability centered on target
27	Silence 15 foot radius centered on caster
28	Caster dizzy
29	Target invisible
30	Pretty sparkles! No other effect
31	Caster is spell's target
32	Caster becomes invisible
33	Color spray from caster
34	Birds appear around the caster
35	Fireball centered on caster. No damage done
36	Gems created on caster
37	Combat music starts
38	Goodberries created on caster
39	Fireball flies toward target
40	Charges drained on area effect around target
41	Random treasure created on caster
42	Caster is combat ready (+2 THAC0 +2 Damage)
43	Teleport field spell centered on caster
44	Teleport field spell centered on target
45	Area effect hiccups centered on target
46	All doors in area of effect open. If there are no doors, then roll twice and use both effects
47	Caster polymorphs into wolf

48	Change target randomly
49	Caster recuperates as if he rested
50	Monsters summoned by target
51	Start snowing if outside, otherwise roll twice more
52	Loud noise. Target must save or be stunned
53	Target's hit points doubled
54	Summon demon to attack target
55	Spell fired but with squealing noise
56	Spell goes off but duration is halved
57	Strange visual effect, but the spell fizzles
58	Projectile speed halved
59	All weapons in the area glow
60	No saving throw is allowed against the spell
61	Target is held as per the Hold Person spell
62	Detect magic spell centered on target
63	Roll 4 more times. All effects happen
64	Slow spell centered on target
65	Instead of the chosen spell, a different spell of the same level goes off
66	Lightning bolt spell cast at target
67	Target strengthened
68	Heal centered on the target
69	Entangle target
70	Caster weakened
71	Fireball spell centered on target
72	Flesh to stone on target
73	Spell fired. Caster also recuperated as if rested
74	Heal spell centered on caster
75	Target dizzy
76	Sunfire centered on target (caster unaffected)
77	Target held
78	Target blinded
79	Target charmed
80	Gems created on target
81	Target's movement rate reduced
82	Random treasure created on target
83	Target polymorphed into squirrel
84	Silence 15 foot radius centered on target
85	Target's sex changed
86	Fake explosion (no damage) centered on target
87	Stinking cloud centered on target
88	Cow falls from sky on the target.
89	Target dizzy
90	Spell has 60 foot radius at target (change projectile)
91	Target itchy
92	Casters hit points doubled
93	Target held
94	Target hastened
95	Destroy all gold on target
96	Spell casts at double effectiveness
97	Spell cast, -4 to target's saving throw
98	Target's color changed
99	Spell cast at double level
100	Spell casts normally

# Baldur's Gate™ II: Throne of Bhaal™ Credits

## Black Isle Studios

Division Director: Fergus Urquhart  
Senior Producer: Chris Parker  
Producer: Doug Avery  
Audio & Localization  
Producer: Fred Hatch  
Division Operations: Benson  
Webmaster: Jessica Urquhart

### Black Isle Studios Quality Assurance

Henry Lee  
John Kirkland

Special thanks to Darren Monahan for all of his help on both Baldur's Gate™ II: Shadows of Amn™ and Throne of Bhaal™.

## BioWare

### Production

Alan Miranda - Assistant Producer  
Nathan Plewes - Line Producer  
Ray Muzyka - Executive Producer  
Greg Zeschuk - Executive Producer

### Design

Kevin Martens - Lead Designer  
David Gaider - Senior Designer  
John Winski - Designer  
Andrew 'Colonel Bob' Nobbs - Designer  
Michael Geist - Designer  
Drew Karpyshyn - Designer

### Additional Design

James Ohlen - Director of Writing and Design  
Lukas Kristjanson - Designer

### Programming

Mark Darrah - Lead Programmer  
Rob Boyd - Programmer  
Don Moar - Lead Programmer, Tools  
Chris Christou - Programmer, Tools  
Aaryn Flynn - Programmer, Tools

### Audio

David Chan - Audio Producer/Sound Designer

### Quality Assurance

Scott Langevin - Lead QA  
Jonathan Epp - QA  
Nathan Frederick - QA  
Raymond Prach - QA  
Chris Priestly - QA  
Kevin Booth - QA  
Scott Horner - QA  
Derrick Collins - QA  
Stanley Woo - QA

### Art

Matthew Goldman - Art Director  
Dean Andersen - Lead Artist  
Jono Lee - Artist  
Jason Spykerman - Artist

### Additional Art

John Gallagher - Director of Concept Art  
Mike Sass - Director of Production Art  
Todd Grenier - Production/GUI Artist  
Marc Holmes - Artist  
Rob Sugama - Artist  
Cassidy Scott - Artist  
Kalvin Lyle - Artist  
Elben Schaefers - Artist  
Chris Mann - Artist

### Special Effects

Russell Rice - Technical Artist  
Ryan Blanchard - Technical Animator  
Alex Scott - Technical Artist

### Animators

Tony de Waal - Lead Animator  
David Hibbeln - Director of Art  
Sherridon Routley - Artist  
Steve Gilmour - Senior Animator  
Larry Stevens - Senior Animator  
Mark How - Animator  
Henrik Vasquez - Senior Animator

### Administration

Brad Grier - Communications Manager  
Teresa Stevenson - Communications Coordinator  
Theresa Baxter - Human Resources Coordinator  
Agnes Kokot Goldman - Reception  
Mark Kluchky - Human Resources Manager

Richard Iwaniuk - Financial Controller

Juliette Irish - Accountant

Jo-Marie Langkow - Accountant

**System Administrators**

Dave Hamel - Lead Systems Administrator

Chris Zeschuk

Craig Miller

**Special Thanks to:**

Rob Bartel

Mark Brockington

Preston Watamaniuk

Brent Knowles

Derek French

Aidan Scanlan

Barbara North

Mark Meer

Tom Edwards

Dave Clarke

Neil Grahm

The Baldur's Gate I & II teams

Dave Peters

Tester

Devin Vink

Tester

Ed Kim

Tester

Eric Pribish

Tester

Greg Baldwin

Tester

Ismael Quijano

Tester

James Pyle

Tester

Jason Perez

Tester

Jeff Mitchell

Tester

Joe Cook

Tester

Joe Isip

Tester

John Boomershine

Tester

John Hoover

Tester

Josh Henk

Tester

Justin Hamilton

Tester

Matt Phillips

Tester

Michelle Elbert

Tester

Mike Berry

Tester

Reuben Park

Tester

Robert Evinger

Tester

Robert Hanson

Tester

Seth Baker

Tester

Steve Gazda

Tester

Tex Yang

Tester

Tom Phillips

Tester

David Farias

Customer Service

Homer Parker

Customer Service

## Interplay Quality Assurance

Michael Motoda

Director of QA

Monica Vallejo

Division Operations Mgr.

Greg Baumeister

QA Manager

### Foreign Language Testers

Luca Pignataro Italian Tester

Kevin Yee Localization Senior Tester

### QA IS

Bill Delk QA IS Technician

Tom Quast QA IS Technician

Derek Gibbs

Compatibility Supervisor

Jack Parker Technician

Josh Walters Technician

Tony Piccoli

Technician

Dave Parkyn

Technician

Tom Decker

International Product Mgr.

Rafael Lopez International Product Asst.

Olaf Becker German Localization Editor

Carole Huguet French Localization Editor

Rafael Lopez Spanish Localization Editor

Luca Pignataro Italian Localization Editor

Josh Grant

Project Supervisor

Eric Fong

Project Supervisor

Shanna Takayama

Project Supervisor

Doug Finch

Project Supervisor

Harold Kim

Project Supervisor

Erick Lujan

Project Supervisor

Jeff Huges

Senior Tester

Chuck Salzman

Senior Tester

Amy Presnell

Senior Tester

GJ Ramirez

Senior Tester

Gary Tesdall

Senior Tester

Bradford Dutton

Senior Tester

Danny Martinez

Senior Tester

Albert Perez

Tester

Brendan Johnson

Tester

Chad Edwards

Tester

Chris Buskirk

Tester

Chris Fisher

Tester

Chris Heidari

Tester

Christopher Cruz

Tester

Damien Foletto

Tester

## Interplay Audio Credits

Sound Supervisor & Re-Recording Mixer:	Charles Deenen
Supervision Assistance:	Rebecca Hanck
Sound Design by	Charles Deenen Paul Menichini Rebecca Hanck Roland Thai (cinematics) Mark Allen (cinematics)
Music by	Inon Zur Howard Drossin (YoEleven Productions)
Mastering and Dialog FX by	Frank Szick Craig Duman
Re-recording Assistance	JP Walton
VO Direction/ Supervision	Chris Borders
VO Talent	Bell, Michael Bennett, Jeff Cummings, Jim Delisle, Grey Disney, Melissa Hale, Jennifer Hidi, Shannon Jackson, Rodger L. McSkimmon, Jim Martin, Bill Osterhage, Jeff Paulsen, Rob Richerdon, Keven M. Roth, Jack Soucie, Kath Mayer, John H. Marson, Jason James, Charity Marshall, Vanessa
VO Recorded at	Screenmusic Studios
VO Engineer	Ernie Sheesley (Screenmusic)

### VO Assistant

Eric Lewis (Screenmusic)

Supervising VO Editor: Stephen Miller

VO Editing by JP Walton  
Jeremy Simpson  
Scott Purvis

Audio Operations  
Manager

Gloria Soto

Sound Librarian &  
Field Recording:

Scott Purvis

Thank you to Shannon Woods for all your help at the Renaissance Pleasure Faire.

Mixed at Interplay Entertainment  
in Dolby Surround



## Interplay Video

Senior Video Mgr.	Dan Williams
Senior Multimedia Producer	Dave Cravens
Multimedia Producer	Chris Folino

## Interplay Creative Services

Creative Services Mgr.	Kathy Helgason
Traffic Manager	Kathryne Wahl
Packaging Design	Holly Lambert
Manual Layout & Design	Schlieker Design

## Interplay Marketing and Public Relations

VP Marketing:	Craig Relyea
Director of Marketing:	Robert Picunko
Marketing Manager:	Margo Engel
Assoc. Marketing Mgr.	Michael Greene
Communications Mgr:	Lisa Bucek
Public Relations:	Maclean Marshall

## Interplay Web Team

Sean Patton
Suzanne Swinson
Sandi McCleary
Jeff Jumper

# TECHNICAL SUPPORT

## NORTH AMERICAN CUSTOMER SERVICE INFORMATION

This information is only valid in North America.

### TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:

[www.interplay.com/support/](http://www.interplay.com/support/)

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX

[www.interplay.com/support/directx/](http://www.interplay.com/support/directx/)

Joysticks

[www.interplay.com/support/joystick/](http://www.interplay.com/support/joystick/)

Modems and Networks

[www.interplay.com/support/modem/](http://www.interplay.com/support/modem/)

(For game-specific information and additional troubleshooting, visit our main page at [www.interplay.com](http://www.interplay.com))

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

[www.interplay.com/support/](http://www.interplay.com/support/)

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

Title of Game

Computer manufacturer

Operating system (Windows 95, Windows NT, Windows 98, etc.)

CPU type and speed in MHz

Amount of RAM

Sound card type and settings (address, IRQ, DMA)

Video card

CD-ROM

Mouse driver and version

Joystick and game card (if any)

A copy of CONFIG.SYS and AUTOEXEC.BAT files from your hard drive

A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 551-6678 Monday through Thursday between 8:00AM-5:30PM and Friday 9:00AM-4:30PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press '1' on the main menu and listen carefully to all prompts. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press '0' on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. Interplay offers a HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-471-6869 \$1.25 in Canada only). You must be 18 years or older, have a touch-tone phone, and the cost is \$0.95 per minute. Please keep in mind not all games will have hints and tips on our hint line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support  
16515 Von Karman Avenue • Irvine, CA • 92606

#### HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: ftp.interplay.com

#### CUSTOMER SERVICE INFORMATION FOR ALL OTHER COUNTRIES

This information is not valid in North America.

##### Technical Support

France

Virgin Interactive  
BP 519000  
231 rue de la Croix Nivert  
Tel: 0 803 09 41 64 (1,09F TTC/ minute)  
Fax: 04 42 16 52 13  
Web: www.virgininteractive.com

Germany

Virgin Interactive Entertainment (Deutschland) GmbH  
Borselstr. 16 C  
22765 Hamburg  
direct line: 040-8970 33 00 (M-F 15.00-20.00)  
24 hour infoline: 040-8970 33 33  
Fax: 040-8970 33 11  
Web: http://www.setupcs.de  
E-Mail: hotline setupcs.de

Spain

Virgin Interactive Entertainment ESPA-A, S.A.  
C/ Hermosilla, 46-2<sup>d</sup> Derecha  
28001 Madrid  
Tel: (91) 573.11.67  
Fax: (91) 573.45.88

UK & remaining European countries

Virgin Interactive  
Customer Support  
748 Charlotte Street  
London W1P 1LR  
Tel: 071 551 4266  
Fax: 071 551 4267  
Web: www.vie.co.uk  
Email: customer support vie.co.uk

All Other Territories outside Europe, N. America & Canada

Contact your local distributor for support as listed in your game manual.

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase. Interplay disclaims all responsibility for incidental or consequential damages. These statements do not affect your statutory rights.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.

- Make and Model of your Sound Card and Video Card.
- Make and Model of your CD-ROM drive.
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Information contained in your Config.Sys and Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call. When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

#### HINT LINE

Stumped??! Frustrated? Stuck?? Or do you just want to know the latest codes and tricks for this and many other Interplay titles?? Well, look no further because the solution for all these problems is just a phone call away. Pick up the phone and call the Interplay Hintline at **1.900.370.PLAY** (7329).

You can call this line 24 hours a day, 7 days a week. And best of all, it only costs 95¢ a minute, with all long distance charges included in that price, you can't beat that for a great deal. Remember, you must be over 18 or have your parent's permission to call the hintline. You must have a touch-tone phone. This service is only available in the U.S. Charges and information are subject to change without notice.



## LIMITED WARRANTY

### INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Entertainment Corp. product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

## LIMITED WARRANTY

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

### Warranty Replacements

Interplay Entertainment Corp. • 16815 Von Karman Avenue • Irvine, CA 92606

## COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Entertainment Corp. and are protected by the copyright laws that pertain to computer software. You may not copy the software. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

Notice: Interplay reserves the right to make modifications or improvements to the product described in the manual at any time and without notice.

## SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

This copy of Baldur's Gate II: Throne of Bhaal (the Software) is intended solely for your personal noncommercial home entertainment use. You may not decompile, reverse engineer, or disassemble the Software, except as permitted by law. Interplay Entertainment Corp. retains all right, title and interest in the Software including all intellectual property rights embodied therein and derivatives thereof. The Software, including, without limitation, all code, data structures, characters, images, sounds, text, screens, game play, derivative works and all other elements of the Software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay-per-play, coin-op or other for-charge basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Interplay Entertainment Corp. at any time. All rights not expressly granted are reserved.

**Modem and Network Play:** If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay. For the purposes of this license, a third party service refers to any third party service which provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Entertainment Corp. World Wide Web Site located at <http://www.interplay.com>. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay-for-play or

commercial license to the Software, please call Interplay Entertainment Corp. in the US at (949) 553-6655.

**Acceptance of License Terms:** By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

# INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaigns; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo  
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products. This site features our demos, upgrades, product information and ordering information.

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

## INTERPLAY WEB STORE

Looking for a quick, easy way to get your favorite Interplay games? Well look no further, you can now order directly from Interplay. Just turn on your computer and go to [www.interplay-store.com](http://www.interplay-store.com).

This is your one-stop shop for everything Interplay. Buy the hottest new releases or maybe get a copy of that hard-to-find game that you've been looking for. Purchase some ultra-cool merchandise, or make a bid on a unique collectible in the Online Auction. All this, seasonal specials and much more. So don't delay — go to [www.interplay-store.com](http://www.interplay-store.com) and get shopping!!

# Notes



Developed by  
**BIOWARE**  
CORP.



Advanced Dungeons & Dragons



*Interplay*

BY GAMERS FOR GAMERS

**BALDUR'S GATE II: THRONE OF BHAAL**: Developed and © 2001 BioWare Corp. All Rights Reserved. Baldur's Gate, Throne of Bhaal, Shadows of Amn, Forgotten Realms, the Forgotten Realms logo, Advanced Dungeons & Dragons, the AD&D logo, and the Wizards of the Coast logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license. All Rights Reserved. BioWare, the BioWare Infinity Engine and the BioWare logo are trademarks of BioWare Corp. All Rights Reserved. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. Exclusively licensed and distributed by Interplay Entertainment Corp. All other trademarks and copyrights are property of their respective owners.

MN-C95-1265-0